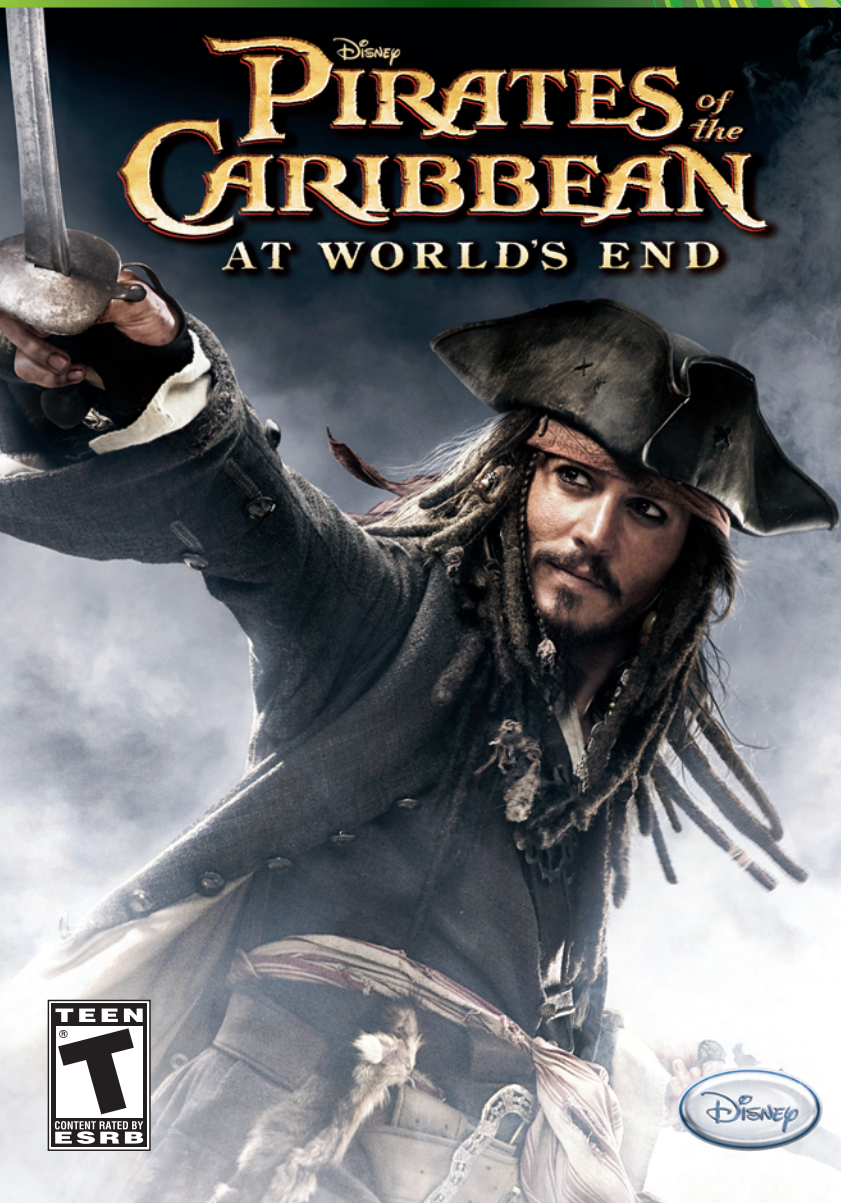Disney

PIRATES of the CARIBBEAN

AT WORLD'S END

Disney

⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:
• Sit farther from the television screen.
• Use a smaller television screen.
• Play in a well-lit room.
• Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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INTRODUCTION

Welcome All. Come aboard the Black Pearl, where you can follow the pillaging and plundering tales of Captain Jack Sparrow. He's trying to carve his own name in history as the most notorious pirate that ever lived. But the mighty East India Trading Company has different ideas. Under the iron fist of Lord Cutler Beckett, they are determined to stamp out piracy and take complete control of the highly profitable trading waters throughout the Caribbean. To preserve his freedom and his seafaring way of life, Jack must do battle in the only way he knows how:

"Take what you can, and give nothing back".

Disney Pirates of the Caribbean: At World's End brings to life Jack's adventures from the movies *Pirates of the Caribbean: Dead Man's Chest* and *Pirates of the Caribbean: At World's End*.

GETTING STARTED

If you don't have an Xbox 360™ Hard Drive attached to your console, then insert an Xbox 360™ Memory Unit with at least 4MB free space into memory unit port A on the console, and then start the game.

CREATING A SAVE FILE

If this is the first time you have played *Disney Pirates of the Caribbean: At World's End*, you will first need to create a Save Game File. Without this, your personal settings and Save Game data cannot be saved. When you create it, you need to have already created a gamer profile.

GAME MENU

After pressing ▶START you can select one of the following options:

> New Game
> Load Game
> Multiplayer
> Options
> Extras

Highlight the selection you want with the 🕹 or ⭕ , then press the Ⓐ **button** to confirm.

CONTROLLING YOUR CHARACTER

Left trigger **LT**   **RT** Right trigger

RB Right bumper

LB Left bumper

Y button

X button

B button

A button

Left thumbstick

START

BACK

Directional pad   Right thumbstick

Xbox Guide button

Use the directional pad or left stick to move through menus, **A** **button** to confirm a selection, and **B** **button** to cancel or move back through screens.

The diagram to the right shows the default settings for the controller.

MENU CONTROLS

L or ⬦ ... Highlight item
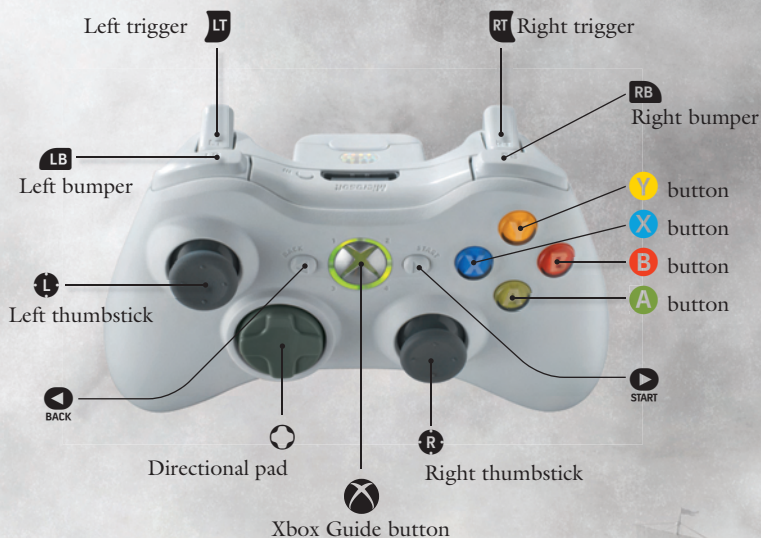**A** **button** ... Select item / Advance to next screen
B **button** ... Cancel / Return to previous screen
START ... Start game

BASIC CONTROLS

	ARMED COMBAT	UNARMED COMBAT
A button	Sword Swipe	Kick
B button	Jump	Jump
X button	Punch/Use Off-hand Weapon	Punch/Use Off-hand Weapon
Y button	Grapple	Grapple
RB Right bumper	Fire Flintlock/Throw Weapon or Object	Fire Flintlock/Throw Weapon or Object
RT Right trigger	Sprint	Sprint
LB Left bumper	Interact/Pick up or drop an Object or talk	Interact/Pick up or drop an Object or talk
LT Left trigger	(Hold) Lock on to Target	(Hold) Lock on to Target
R Right thumbstick	Move Camera/Switch between locked on targets	Move Camera/Switch between locked on targets
L Left thumbstick	Move Character	Move Character
⬦ Left	Switch Characters	Switch Characters
⬦ Right	Switch Characters	Switch Characters
START	Pause Menu	Pause Menu
BACK	Captain's Log	Captain's Log
LT Left trigger	Reset Camera to default	Reset Camera to default
LT + **A**, **B**, **X**, **Y**	Finishing Move	

Tips!
Tap the **A** *button repeatedly to overpower an enemy in a clash of swords.*
Tap the **Y** *button repeatedly to break free of an enemy's grip or whip.*

PLAYING THE GAME

STORY MODE

This is the main game mode. Select NEW GAME to begin. If you would like to play a saved game select LOAD GAME from the Main Menu and select Saved Game File. Press the Ⓐ button to return to the Main Menu and then select CONTINUE GAME.

Once you've completed a level you can choose to Replay it. This allows you to have an opportunity to improve your score for that level or to collect any special items that you may have missed. (see Extras section on Page 20).

You're now ready to help Captain Jack Sparrow become the most notorious pirate that ever sailed the high seas and, in the process, protect the world of piracy from the evil intent of the East India Trading Company.

During the game you'll play primarily as Captain Jack Sparrow, though he will be joined along the way by friends and allies like Will Turner, Elizabeth Swann, and even the legendary Captain Barbossa. This manual refers to controlling Jack, though the buttons are the same for any character that you're controlling.

You can unlock these characters and more for use in the offline multiplayer game mode by playing through certain levels.

GETTING AROUND

Walk and Jogging
Push the Ⓛ slightly to walk in the direction that you want to move. Push the Ⓛ over fully to jog in the direction that you want to move.

Sprint
Push the Ⓛ over fully while holding the RT.

Jumping
Perform a standing jump upwards by pressing the Ⓑ button. To jump horizontally, either over a gap or low wall, press the Ⓛ in the direction you want to jump; then press the Ⓑ button. To negotiate longer jumps, hold down the RT just before you press the Ⓑ button.

Climbing (Ladders, Stairs and Ropes)
Simply walk Jack up to a ladder or stairs and press the Ⓛ toward it. Press the Ⓑ button to jump up and grab hold of other climbable objects. Use the Ⓛ to move Jack UP or DOWN. He will automatically get off when he gets to the top or bottom. Use the Ⓑ button to grab a rope to cross a gap; press it again to get off the rope. You can climb or descend faster by holding the RT. Jack also uses his sword as a climbing aid (see Advanced Moves on page 8).

Shimmy
Grab hold of a ledge, either by jumping up to it or dropping down onto it, and shimmy along left or right using the Ⓛ. You can climb up by pressing UP on the Ⓛ or drop down by pressing DOWN on the Ⓛ.

Wall Creep
Jack will navigate narrow ledges by pressing himself against the wall. Press DOWN on the Ⓛ and he will drop down into the Shimmy position or onto the floor below. Press UP on the Ⓛ and he will climb up onto the ledge, or Ⓑ button to climb to a higher ledge or floor above.

ADVANCED MOVES

Jack is so good with a sword you'd think that he was born with one in his hand. As well as skewering his enemies with it, he can use his sword to help him negotiate all types of obstacles in his path.

Ripping Sails

Jack can stab through a sail, tapestry, or other large pieces of cloth and slide down them as his sword rips the fabric. This allows him to survive otherwise lethal falls. Press the **RT** when close enough to the sail. This move is only available in certain situations.

Zipline Sliding

If Jack finds a convenient length of rope across a wide gap, he can place his sword over it, hold on with both hands, and slide down the rope to the other side.

To slide down a zip line, position Jack underneath it and press the **B** button.

Climbing Higher

Jack can use his sword to help him reach high places. Hold down the **RT** and press the **L** toward a climbable wall.

He will automatically run up it and stab his sword into it, providing him with a point to grab onto. From this position he can either kick away from the wall (by pressing the **B** button) and, if there's a suitable wall near enough behind, hold down the **RT** + **B** button to repeat the move.

Or, alternatively, Jack can climb up or down using the **L**.

These maneuvers can allow Jack to climb considerable heights, to avoid falling damage, and to solve certain puzzles.

Pushing and Dragging Heavy Objects

Using the **RT** allows Jack to move items he couldn't otherwise grab onto by plunging his sword into certain objects.

He can only move the object in one direction at a time. You'll need to pull the sword out and stick it in another side to move the object in that direction.

Beam Balancing
Use the 🕹 to cross narrow beams. If Jack starts to lose his balance hold down the 🔲 and he will plunge his sword into the beam to stop him falling completely off the beam.

Negotiating Narrow Ledges
While creeping or shimmying along narrow ledges, watch out for cracks! These places are not stable and may crumble. If Jack starts to balance, hold down the 🔲 and plunge his sword into the wall. Then press left or right on the 🕹 to swing in that direction and grab onto a safe ledge.

If the ledge has already crumbled by the time that Jack reaches it, again use the 🔲 to plunge the sword into the wall and the 🕹 to swing across the gap.

SWORDFIGHTING
(A.K.A. *SWASHBUCKLING*)

As this is a game about pirates, it's fair to say there's plenty of fighting. But pirates don't just swordfight, they swashbuckle. Swashbuckling combines flamboyant sword techniques with punches, kicks and the occasional bottle over the head, as well as using the environment to even up the odds. And Jack will need all his swashbuckling skills to fend off the hordes of enemies attacking from every side.

When Jack gets into a fight, which will be often, he'll stay locked on to an enemy. If he's fighting more than one opponent, simply flick the 🕹 towards a different opponent to start fighting them instead. It's a good idea not to focus on one opponent too much, as you don't want to give the others a chance to stick a sword in Jack's back.

Sword Swipe: Ⓐ **button**
Attack with your sword. Take care not to over use this attack as some enemies will begin to counter it.

Punch or Use Picked Up Weapons: ⓧ **button**
Some enemies will have a tough guard. Use this button to punch them in the face or use a weapon you've picked up. It should give you an opening to use your Sword Swipe.

Grapple: Ⓨ **button** (when enemy is stunned)
After grabbing, use the 🕹 to throw them in a specific direction.

Evade / Counter
Some enemies will try to surround you and stick a sword in your back. Watch out for a glint of light from their sword, quickly flick the 🕹 toward them to face their attack. Then press the Ⓐ or Ⓨ **buttons** to repel the charge.

Pick Up Extra Weapon:
If Jack is standing near something he can use as a weapon, like a bottle or barrel, pressing the **LB** will pick it up. Press the **LB** again to drop it.

To really master Jack's swashbuckling skills you'll need to combine sword attacks with punches, grapples and other picked up weapons. Combining moves is great for cutting through the defenses of even the best swordsmen. Try pressing the **A**, **X** and **Y** **buttons** in different sequences.

Finishing Moves
The more creative that Jack is in his swordfighting the fuller the Swordsmanship Meter becomes. This enables him to use one of four special Finishing Moves. You unlock each one as you progress in the game. Defeated enemies drop different pickups and, the fuller your Swordsmanship Meter is, the better the pickup that is dropped. These moves can only be done at certain times. When you're prompted on screen to use one, hold down the **LT** and press the **A**, **X**, **B** and **Y** **buttons** as appropriate. If you press it quickly enough you'll get a special reward.

UNARMED COMBAT
(*BRAWLING*)

Sometimes two fists and a well-placed boot are more useful than a sword. Jack and his allies have a range of moves that work in these situations.

Again, don't forget to use the environment to your advantage. Knocking enemies into walls or tables will injure them more than a punch alone. Even better, grab them and throw them off a handy balcony.

In mass brawls you'll be facing gangs of fighters. Simply flick the **L** towards an enemy to engage him or hold down the **LT** to lock on to one opponent.

Punch: **X** **button**

Kick: **A** **button**
It's slower than punching but does wind and knock enemies back a little.

Grapple: **Y** **button**
After grabbing use the **L** to throw them in a specific direction

Good brawlers combine punches, kicks, grapples and throws to ensure that they come out on top. Try pressing the **A**, **X**, and **Y** **buttons** in different sequences.

'JACKANISM'

Jack has his own approach to problems, especially those problems carrying swords and guns! Press the `LT` + `RT` + `A` **button** to let Jack handle things his own way. You'll need to collect Shrunken Heads to be able to perform a Jackanism. You can carry up to three at a time. When activated it can knock back or instantly kill surrounding enemies or trigger special events. However, the results can be unpredictable so be careful not to stand near any explosives when you do this!

Doing it Jack's way and performing for the crowds will give him even more fame and notoriety, as well as a tactical advantage. Be careful where you use it as special treasures can be found and certain chests can only be opened this way.

ADVANCED SWASHBUCKLING

A clever fighter uses more than his sword and fists to win the battle. Learn to upset an opponent's balance to gain a tactical advantage and to use the environment to win the battle.

Extra weapons

Jack can pick up and use certain objects as weapons; barrels, bottles and chair legs can all be used. Press the `LB` to pick the weapon up, use it as a close combat weapon, e.g. smash a bottle over an enemy's head, with the `X` **button** or throw it with `RB`. Locking on to an opponent first by holding the `LT` will help your accuracy when throwing a weapon. Knives and Grenados are also thrown with the `RB` and `LB`. Holding down the `LB` for a longer period will throw the Grenado further.

Fire Flintlock Pistol

Jack's last line of defense is his trusty flintlock pistol. Although powerful, there's a slight delay between pulling the trigger and firing. Press the `RB` in to fire the pistol. It carries three rounds and enemies will drop items you can use to reload it with.

It will be more accurate if you're already locked on to your opponent by holding `LT` down.

Gunpowder Barrels

These special barrels contain highly volatile gunpowder. They can be ignited if you create a spark by striking them a sword (press the `A` **button**). It takes a couple of seconds for the fuse to light the powder itself. So Jack can pick it up (`LB`) and throw it (`A` or `X` **buttons**). If you don't want to throw it, simply drop it (`LB` again) and let it roll away. Try shooting Gunpowder Barrels with your Flintlock Pistol for a more immediately explosive result.

MULTIPLE PIRATE CONTROL

Sometimes you'll end up fighting alongside an ally. During these scraps it's important to protect each other's backs. Watch the two health bars carefully as you'll need to switch between characters to keep them alive. Press left or right on the ⭕ to change characters.

If you stick close to your ally and perform a counter, you may automatically execute a special back-to-back move. Not only does it look great, you'll earn Notoriety too.

DUELING

At specific points during the game Jack will have to fight other pirates in a one-on-one duel. These duels have different controls to the main game itself.

Attacking
Press UP on the 🕹 to attack high and DOWN to attack low. If you want to try a lunge press FORWARD (toward your opponent).

To perform a spin attack, press the Ⓐ **button** when your special move bar is full.

Defending
Press UP on the 🕹 to defend a high attack and DOWN to defend a low one. To Parry their Lunge press BACKWARDS (away from your opponent). A red indicator on the display next to your opponent means you've been hit and a green one means they've missed.

Counter
Every time you successfully defend, your special move bar will begin to fill up. When it's full you can look for a chance to counter your opponent. After successfully defending, press the Ⓧ, Ⓨ, or Ⓑ **button** to counter your opponent.

War Of Words
If you both strike at the same time your swords will lock and you'll have an opportunity to taunt your opponent. Repeatedly press the ⟦LB⟧ and ⟦RB⟧ to win this 'war of words'.

CAPTAIN'S LOG

Press the ⟦BACK⟧ to call up the Captain's Log. Here you will find a map of your location, detailed objectives, collectibles present and found, moves you've unlocked as well as how many pieces of the Calypso Parchment you have acquired.

Use the ⟦LB⟧ and ⟦RB⟧ to scroll between Chapters and the 🕹 to flip individual pages.

Calypso Parchment
There are some very special items to collect, one on each stage of the game, 12 in all. They are pieces of the illustration depicting the story of Calypso and her tragic love for Davy Jones.

NOTORIETY

To become the most notorious pirate that ever lived, Jack will have to strike fear and admiration in to the hearts of his enemies and the general populace of the Caribbean.

You can earn Notoriety in a number of ways: Defeating enemies in creative ways, using finishing moves, triggering certain events, and completing side missions.

Every time you earn Notoriety your new score will flash in the middle of the top part of the screen.

MULTIPLAYER

The game has two main Multiplayer modes:

1. Challenges
This allows you and a friend to engage in a game together using a split screen mode. You will need a second Xbox 360™ controller to do this. There are two modes of Challenge:

Cooperative
This is a timed mode where both players work together to increase their joint score by killing as many enemies as possible within the set time.

Competitive
This is a timed mode where each player must gain a better score by killing more enemies than their opponent.

2. Dueling
This two-player dueling allows you to battle your friends in a dueling match. Please refer to Dueling (page 16) above for game controls.

A range of characters will be available to choose for both these modes. You may need to unlock some of them first by completing stages and missions in the main game.

The Multiplayer component of Pirates of the Caribbean is offline only and cannot be played via Xbox LIVE.

OPTIONS

Adjust various game settings. Pressing ▶ START during the main game will also give you access to some of these options.

Visual:
Use this option to adjust visual features

Audio:
You can adjust music and sound effects here.

Controls:
Use this to adjust your controls.

SAVING & LOADING

As long as you have an Xbox 360™ Hard Drive attached to your console, or an Xbox 360™ Memory Unit your progress will automatically be saved after certain checkpoints. An icon appears when the game is being saved.

You can manually change or select a Save slot via the in game Pause Menu, from then on each time the game auto saves the auto save system will save to that particular slot. The auto save system replaces any existing data within the slot with the new auto save game data.

EXTRAS

This menu allows you to check Achievements gained, the in-game Leaderboard and how many pieces of the Calypso Puzzle you have found. In addition, you can choose stages to replay from here.

UNLOCKABLES

Within each of the 11 levels of the game there are seven special collectibles available to find. When you have found all seven within a level you will be rewarded with an Xbox Achievement. In addition, this will unlock a reward within the game itself.

A single piece of the Calypso Parchment also resides in each of the levels for you to collect. If you find all of these pieces, the 12th unlockable will be exposed. This unlocks the full image and voice over of the story of Davy Jones and Calypso and will reward the player with an Xbox Achievement.

LEADERBOARDS

This displays a list of all Xbox LIVE users who have played *Disney Pirates of the Caribbean*, their overall position (top position, descending), gamertag and their overall notoriety.

You can scroll down a list of all players as well as cycle through each person's Notoriety and the sub-categories. The Leaderboards can also be organized to show gamers' positions based on the total of the Notoriety sub-categories.

XBOX LIVE

Play anyone and everyone, any time, anywhere on Xbox LIVE. Build your gamer profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to *www.xbox.com/live*

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to *www.xbox.com/familysettings*